

Reaper Miniatures Presents:  
**CASKET**

**WORKS**

STOCK #00001

Casket Works

Issue **18**

**Summer  
2005**

**DARK HEAVEN  
LEGENDS**

**MASTER SERIES  
PAINTS**

**WARLORD**

**PRO PAINTS**

**CAV**

**EXALTED**



## In This Issue:

**CAV SpeedMaster \* Winning Warlord \* Brain Press**

**Ashkrypt's World Tour \* Paint Like A Master**

**Win the Warmaster \* Letters to Sophie**

**And MUCH MORE!!!**





25002 Warlord Core Rulebook \$24.95  
Everything you need to know to play the game.



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Contains one 750 point skirmish band, Data Cards, Dice, and a measuring tool.



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Contains New Army Lists and Models, Spells, Equipment.  
Expand the frontiers of your undead invasion.

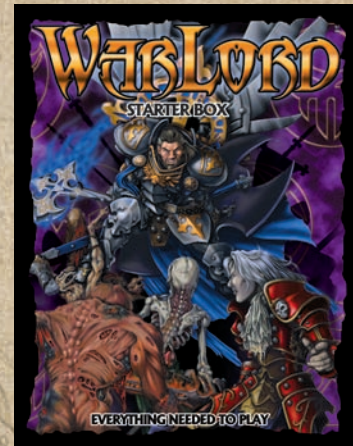
## COME GET



# LORD



ET SOME



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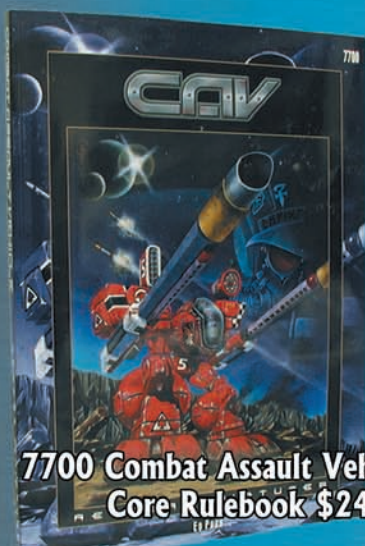
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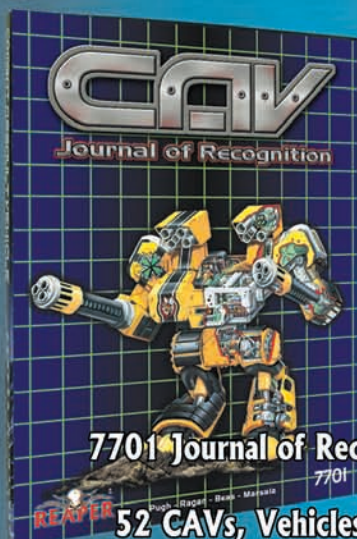
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# COMBINED ARMS NEVER LOOKED SO GOOD.



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**52 CAVs, Vehicles, Tanks,  
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**48 New CAVs, Vehicles, Tanks &  
Gunships to crush your enemies in a  
Combined Arms Assault!**



**7702 CAV Playing Cards Red Deck:  
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\$9.99**

# CAV

© TM

## 65,000 ROUNDS OF PURE ATTITUDE!





Hola Amigos! Welcome to Casket Works!

When I walk to work, people usually stop me on the sidewalk and ask me, "Ron, how did you get involved with miniatures?" That's my cue to light my pipe and tell the tale of Heritage Miniatures.

The year was 1982. "Eye of the Tiger" by Survivor was the number one hit of the year. Smurfs were introduced to American children. "Cats" opened on Broadway. John Carpenter's "The Thing" opened in the summer.

FYI, I never liked Survivor, Smurfs sucked, and I've never seen "Cats". However, "The Thing" scared the holy crap out of me. Still does, too.

But while these cultural events were happening, I was discovering the hobby of miniatures painting and collecting. I was with my mom Christmas shopping at the now defunct Best department store when I spied the Caverns of Doom paint n' play miniatures set. It was awesome! You got a dragon, a knight, an elf, a cleric, and a bunch of other cool stuff. The only downside was the brush that came with the set. The bristles were about the size of your thumb. You try trying to dot a mini's eyes with a brush that big. Let's just say those first minis were not a work of art.

However, primitive ghetto-brush aside, I was hooked. Heritage was the bomb, and by the time I had saved up my money to buy the next set, Crypt of the Sorcerer, Heritage was out of business. However, I found other miniature manufacturers to take their place.

Eventually, miniature painting led me into role-playing games and into fantasy stuff in general.

So, I have to blame – I mean, credit, of course – Heritage miniatures for getting me involved with miniatures.

Now, I'm off to enjoy my Smurfs Season One dvd!

Ron

I read Ron's editorial up there, and I am as usual, speechless. My only reply is to give some really good peeps out there some rat-free advertising.

\* Order of the Stick at [www.giantitp.com](http://www.giantitp.com) -- Very Funny if you know anything about D&D.

\* BC-Products.net -- These may be the most useful game item other than the PHB, especially if you use minis for D&D (and if you are reading this, I assume you do if you play D&D at all).

\* Mayfair Games. They have really nice people, really fun games, and great Customer Service!

\* BookofRatings.com - This guy is very . . . opinionated. And pretty accurate.

Well, that's enough free space. See you next issue!

Bgr



On the Cover: The rear cover of the CAV 2 Rulebook, Beautifully illustrated by Neil Nowatzki

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## Reaper To Launch Master Series Minis!

This new line of miniatures is targeted at hobbyists and painters. Our talented sculptors will show off their talents with their most amazing sculpts, and you can show off yours with your most amazing conversions, paintjobs, and dioramas!

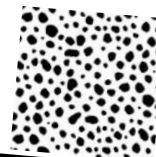
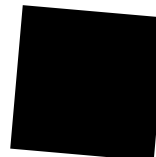
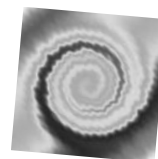
Sculpted in larger scale than our traditional "game miniatures" for more detail, these new models will be the centerpieces of any display.

### Table of Contents

Warlord Boxes and Books	2
CAV Boxes and Books	4
Jetsam and Flotsam	5
Dead Stuff	6
Winning Warlord: Reven	8
Dark Heaven Models	10
CAV Speedmaster	35
Brain Press	37
Boxed Sets & Sophie	38
Lord Ashkrypt's World Tour	40
Master Series Paints	42
Painting like a Master	44
Black Lightning Recruitment	49
Great Wyrms	50
Learn To Paint Kits & Brushes	52
Warlord Models	53
Army Packs and Bases	68
CAV Models	70
Talismans and Extras	78
L5R Models	80
Exalted Models	92
SWAG Superstore	84
Pro Paints	85
Post Mortem	86
Interview with Tim 'Talin' Collier	87
Storm Wing	88

### TOP FIVE REJECTED MASTER SERIES PAINTS COLORS

1. TIE DYE STORM
2. APATHY BLACK
3. OMG IT'S PURPLE!
4. BLACK like your Soul
5. DALMATIAN





## Reaper Master Series Paints Expands!

We've got 108 colors, triads are now available, and rumor has it that Anne is slaving away formulating 54 more!

Babu and Harapan  
In the first Part of 2005 raised almost \$1000 for UNICEF and The American Red Cross!!  
A Big "Thank You" to everyone who helped us provide relief to the Tsunami Victims!

*Want to learn more about painting than ever before? Our very own Anne Foerster has begun work on a new Learn-to-Paint book designed to teach and demonstrate everything from basic techniques to advanced effects. Planned for a Winter 2005 release, make room for this one on your Holiday Wish List.*

*Also planned is a Learn-to-Paint DVD with video demonstrations in real time by Reaper's Master Painters. More info Soon!*

## Look for Reaper BaseWorks

*in a Store near you!*

*Yes - Reaper is going to begin producing a line of quality basing materials, flock, grass, sand and more! Add professional touches and finishes to your models, create lifelike effects, and add a new dimension to your game!*

*Also planned is a Learn-to-Base Kit!*

## AICOM Development Begins!

With CAV 2 on its way to the printer and due back any minute now, Reaper's Next RAGE game, AICOM, is ready to begin! At last, a Heroic 28mm tactical infantry combat game set in Reaper's CAV universe, using the intuitive and flexible Rage System.

## Nec Aspera Terrent!



**A FEW SAMPLE GREENS OF OUR FORTHCOMING AICOM MODELS. STAY TUNED FOR MORE!**

Speaking of RAGE, Warlord Faction books are here! The Necropolis book has been out a while now, and Crusaders and Reven are on their way! The other armies are following suit, as the Battle for Taltos heats up all across the globe. If you haven't tried Warlord yet, check out reapergames.com to find players near you to battle, and if you haven't registered to play yet, well, what are you waiting for?



# WINNING WARLORD

STRATEGIES AND TACTICS FOR BATTLES IN WAR-TORN TALTO'S

## Reven Vs. the World

by Steven Page

*How to win with a Reven Army*

The key to running a Reven force is to remember there are a lot of them, and they can always make more. Numbers are your friend; you must use them to your advantage. Casualties are a given with this force.

The best special ability of an all-Reven force is that to become "enraged". This power is limited to one figure per troop action. You can get around this limit by buying several small troops, led by sergeants, rather than lumping everyone into bigger troops. Let your ragers take on the best the other side has to offer, fall heroically, then rage someone else next turn.

Having smaller troops also gets you more activation cards, and the chance to react more often to your opponent's moves and to exploit your own successes.

If you want to REALLY annoy an opponent, "enrage" a Bull Orc Hunter. He gets the bonus on BOTH attacks and still only dies once.

Use your Ogres to distract and pin down opponents. This may give you a strength advantage at another point on the battlefield. If facing a worthwhile threat, such as the Nefsokar Walking Avatar, "enrage" one of these monsters, and try for multiple hits.

Have your cleric Bless the warriors before they close with the enemy. A "plus four" attack from the common warrior is not to be taken lightly.



Be aggressive; close quickly; hesitation is sure defeat.

Bull Orc Archers have enough range to keep crossbows and mages at bay. Stay out of their range. Don't be afraid to fire and fall back.

Against anyone but dwarves, toughness and the "warcry" special ability can keep you in the game. Use your sergeants to keep the warriors on their feet.

Always buy Varaug. At two hundred points, he's one of the best bargains in the game. Spend thirty more points to get him Greater Magic Armor. Don't be

afraid to wade into the enemy warlord, "enrage" Varaug, and make three devastating attacks unless that warlord is a dwarf.

Double-team everything. The only force that should outnumber you is Necropolis.

Use Goblin Skeeters in conjuncture with cover. Spread them out. Their Magic Defense of nine makes them susceptible to fireballs. Once they are placed, use the marksman ability to fire two shots per activation. Don't forget you have defensive shot as well. Your opponent might.

**"If you really want to annoy an opponent, *Enrage* a Bull Orc Hunter"**



# Vs. the Reven

by Mengu Gungor

*"You aim fer their knees me friend, so they never git back up." –Durgham Deepmug*



Reven can be a tough group to fight against. They are big, mean, killing machines. Between their Warcry, Toughness, and healing spells, they can easily survive most any volley or fireball. They can be enraged and put some hurt on your highest defense troops. They have some of the best melee troops, and a tough archer group. So how do you crack this nut?

Well, there are a few tricks you can use. Dwarves have the best advantage against them with their ability to ignore Toughness (no more Warcries). Nefsokar is also great against them, lowering their chances to successfully use Warcry, and making their already not so powerful spellcasters even less effective.

When using range attacks, try to pick off targets that are not close together, so warcries will have a chance to revive only a few at a time, and force the Reven player to choose where to use it. Save area of effect spells like Fireball and Firestorm till later, when you can engage the Reven leaders on your own terms. Try to use these spells on leaderless troops, or after you have engaged the leader in melee. And if you are playing an evil army like Necropolis or Overlords, don't hesitate to toss a firestorm into a melee fight. Once your Skeletons or Bondslaves have done their first attacks, they are as good as dead anyway, if they are still standing after Defensive Strikes. Let the Firestorm do the damage and then Coup De Grace anyone stunned in the area. If you're playing more of the goodie

two shoes armies, you can instead show Mercy to those Tough grunts, or use Scrye Shots to take out leaders.

The Reven mostly have good defense, so if you have the numbers, try to mob them. Also if you have the numbers, have some of the troops you engage them with, hold off and not attack, and perform a Coup De Grace on them, once others have stunned those models.

If you don't have the numbers, spells are going to be absolutely necessary to boost your chances of success. Use Bless or Scare to increase your chances to hit. Don't bother with equipment to increase your defense. If they want to hit you, they will. Instead increase your chances to hit and your speed, making sure you take them down first. Also to this end, use the Hold spell to slow down their otherwise speedy progress.

Never leave a mage or cleric vulnerable to their attacks. The Reven know these models are their worst enemy, and will try to target them. Have your spellcasters move and cast their spells first, so the rest of the troop can move to screen them (as a matter of fact this is a good tactic to use against any enemy to keep your casters alive longer).

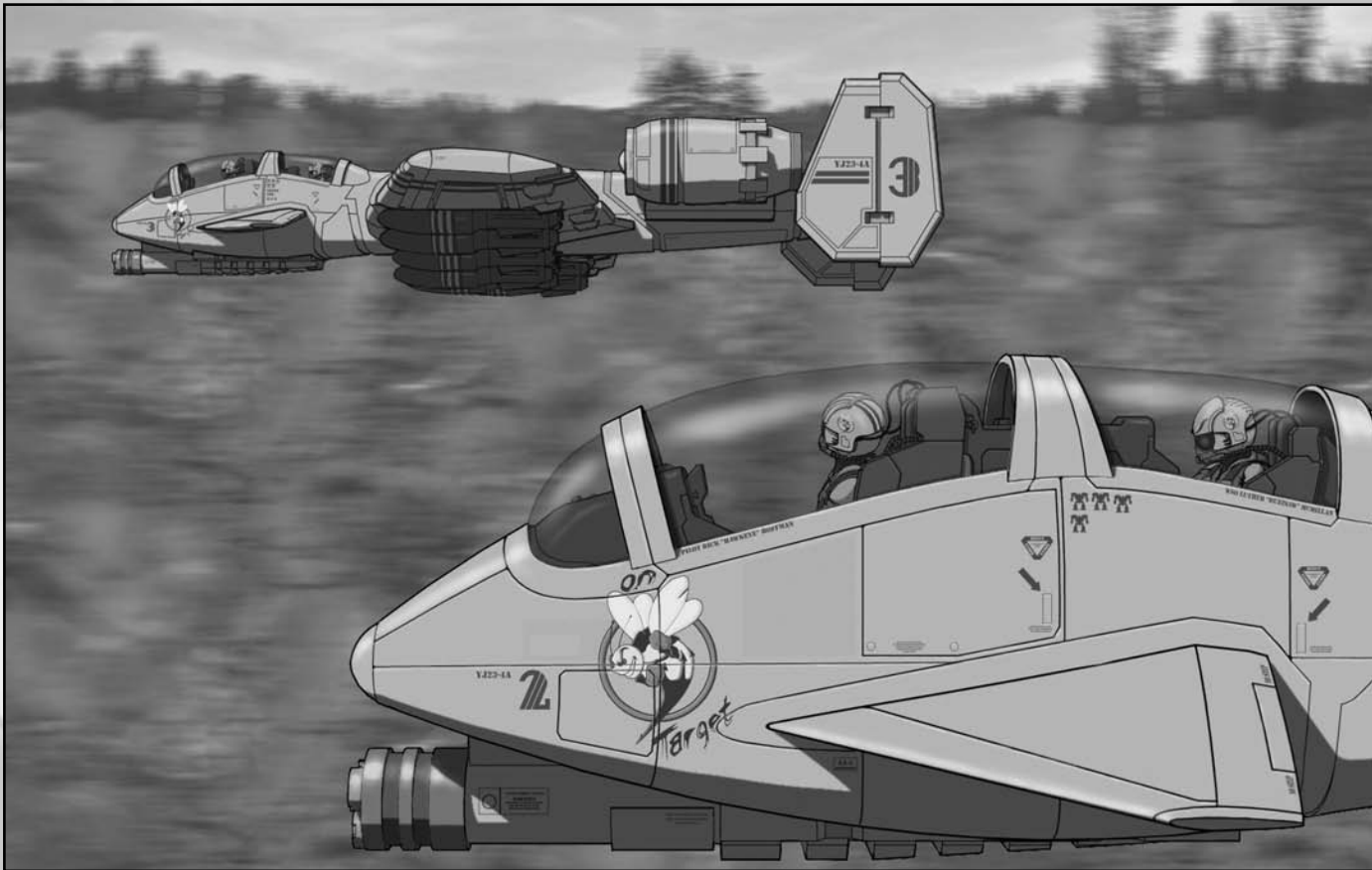
Now go have a field day tossing around some orc heads!

**"Don't bother with Equipment to boost your Defense. If they want to hit you, they will."**





All the Fun of a Stock-Car Race with Gauss Weapons!  
by Kris Southerland and Chris Carlson



The sun was painting the dawn sky with pale purples and pinks as Dan Montana walked across the tarmac to his plane. An errant breeze softly ruffled the banners hung along the edges of the race track, announcing the coming of the wind so omnipresent at any airfield. Pushing his hands deeper in the pockets of his flight jacket and shrugging his shoulders to bring the collar up higher, Dan shook off the chill of the desert's morning air. A pilot for over ten years, Dan always enjoyed the stillness and quiet to be found at dawn on an airfield.

The polished wing of his Tsuiseki glinted dully as the first rays of the sun flashed over the distant mountains. Dan ran a hand over the cool metal of the nose and slowly walked around his plane, critically examining every piece. Wing leading edge, wing tip, a few pushes on the aileron to make sure it stroked smoothly up and down, a push on the gimbal-mounted engine, the fuselage, elevators, rudder and so on around his plane. Fifteen minutes later and some quick peeks into access panels and Dan was convinced his plane was as perfect as he and his ground crew could make it.

The sun climbed higher and higher in the cobalt sky as other pilots and crew made their way to their planes and repeated the same checks that Dan had made. Dan's crew chief walked up and handed him his G-suit and helmet, his call sign, "Hammer", embroidered in red above the right breast pocket. Dan turned and watched the crowd begin filling the stands bordering the air race arena. He knew some were here to see the amazing displays of piloting that would no doubt occur on the obstacle-laden course while others came solely in hope of seeing a pilot fail spectacularly, burning wreckage flipping and catapaulting along the desert floor. The voice of his crew chief brought him back from his daydreaming. "She's all checked out and uploaded Hammer." Dan turned and smiled, "Thanks Ed."

Around mid-morning, the loudspeakers blared out that the pilots meeting was in ten minutes at the base of the tower, so Dan headed that way. When he got there, a group of twenty or so pilots had gathered. The Air Marshal came down from the air traffic control tower and stood a few steps above the pilots as he checked his clipboard and looked out at them.

"Ok you guys, settle down. We are going to go over the rules real quick." Today's race will be 5 laps. To win: cross the finish line. Now, if none of you are able to make it that far, the winner will be determined by who is closest to the finish line with the most laps complete. For you newbies, here are the rules. You must maintain forward motion. If you stop or change directions the track's guns are going to fire on you. Your defensive-fire computer has been deactivated and you're limited to forward firing arc only. Speaking of weapons, the Race Computer will activate your weapons one per lap, except for the second lap when it turns on your targeting computer. One last thing to remember, the race officials have rearranged the course obstacles, so keep your eyes open and your guns hot. Any questions?"

The pilots murmured a little and there was general agreement that there were no questions. The Air Marshal continued. "Good luck to all of you and let's keep it clean and safe okay?" At that he turned and went back up the stairs to the tower. The pilots shook hands and exchanged best wishes as each went off to prepare. Dan wandered back towards his Tsuiseki. The wind was blowing a little stronger now as the sun heated the desert air, ruffling the banners and streamers flying at the tracks edge. Dan "Hammer" Montana took one last look up at the cobalt blue sky before he started pulling on his flight suit thinking to himself what a beautiful day it was going to be.



# CAV Speedmaster Scenario Rules for Air Racing

**Eligible Aircraft:** any CAV combat aircraft.  
Races are 5 laps, qualifying heats are 3 laps.

**Victory:** First surviving aircraft to cross the start/finish line will be declared the winner. In the event no aircraft are able to make it to the start/finish line, the one with the highest number of laps will be declared the winner. In the event of a tie with number of laps, the plane closest to the start/finish line will be declared the winner.

## Special Rules:

1. All aircraft must maintain forward movement. If an aircraft hovers or goes the wrong direction on the track, they will draw fire from the track's automated gun turrets.
2. All aircraft will be restricted to nap-of-earth flight only, no hybrid flight will be allowed.
3. Targeting computers will be disabled at the start of the race, they will be activated after lap 1
4. No Defensive Fire allowed.
5. Weapons will be added at the rate of 1 per lap starting at lap 2.

## Example:

Starting lap - One weapon, No targeting computer.

Second lap - One weapon, Targeting computer on.  
Third lap - Two weapons, Targeting computer.  
Fourth lap - Three weapons, Targeting computer.

## Modifications:

All modifications will be allowed pending approval of the race officials.

Weapons will be limited to the front firing arc only, no exceptions.

## Classes

Heavy - aircraft with 3 or more damage tracks

Medium - aircraft with 2 damage tracks

Light - aircraft with less than 2 damage tracks

**Track gun stats** – Track guns will fire upon any vehicle that doesn't maintain forward movement or reverses direction.

Guns receive an automatic target lock with a +6 to hit

These rules can be modified for Land Races by classing CAVs and vehicles by movement type (Wheeled, Tracked, Hover, CAV) and by weight (Light, Medium, Heavy, SuperHeavy)

## To Make the Track:

Step 1: Cut out a 2 foot diameter circle from pink foam insulation (available at most building supply stores)

Step 2: Cut the circle in half (Parts A&B)

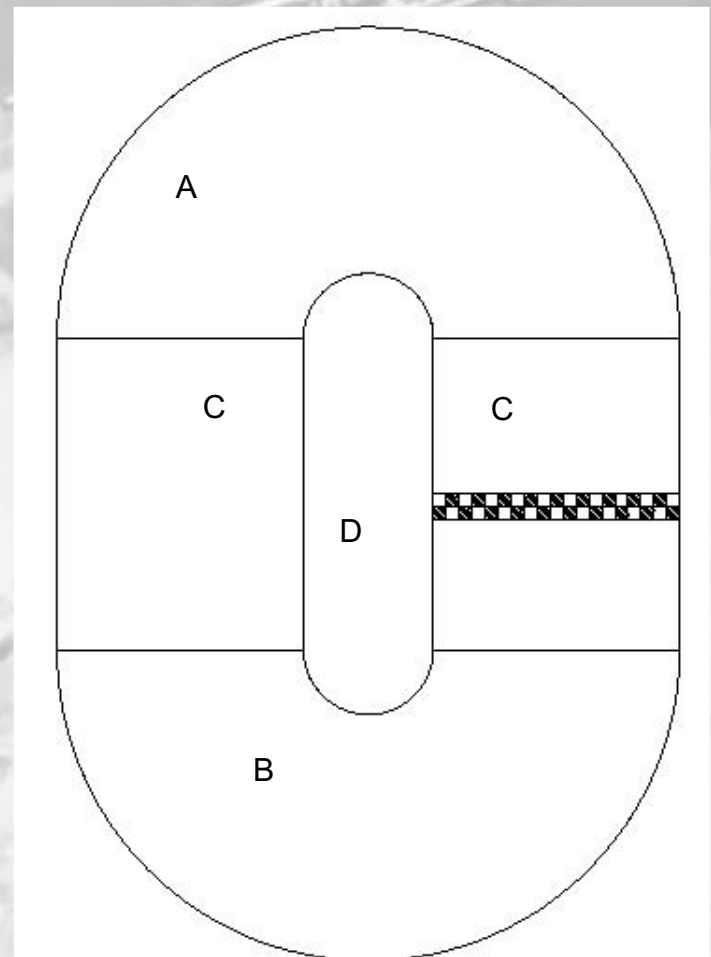
Step 3: Cut a rectangle 24" x 12" (Part C)

Step 4: Cut out and shape center island (Part D) Paint all of the parts. Basecoat with black and brush over gray for an asphalt effect.

Paint the sides and the center island with a black/white check pattern, and a black/white check pattern on the middle track section (Part C)

After paint is dry, assemble as shown, and start racing!

We recommend not gluing the track together to make it easier to transport and store.





# Brain Press

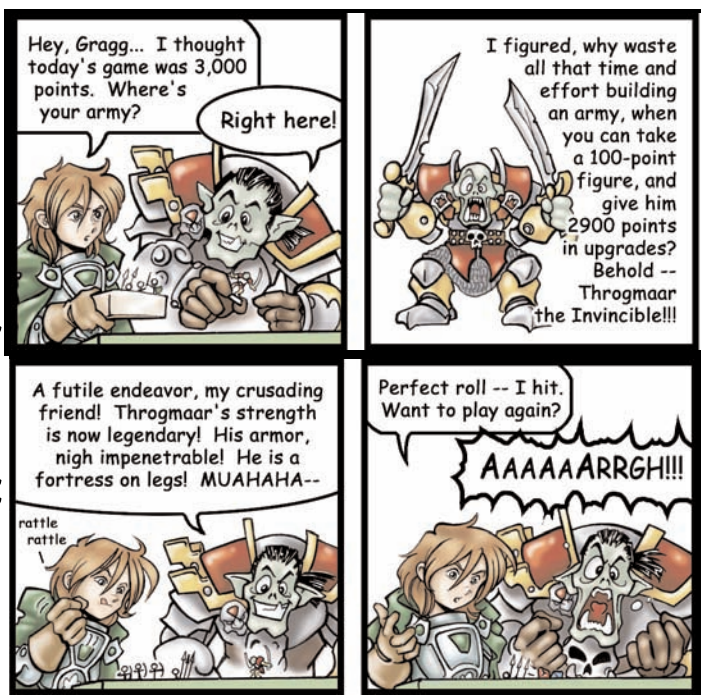
## Letters From the Scratchin' Post

Dear Goose and Maverick,  
I am jealous. Paint bottles are even better toys than mousies or jingly balls! You must have so much fun hiding them under the fridge! Also the little sticks roll really nice. Me & Bandit & Biggie & Morgan love the painting table! Sometimes we hide all Mom's stuff. What's a Kolinsky? Mom sure looked funny and stupid lying on the floor yelling about it. Those big bare skinned monkeys that serve us sure are dumb. I hope you have yours well trained. It looks like it from the pictures. Goose looks handsome sitting on his human Dad.  
Feldman

Feldman,  
A Kolinsky is a special kind of stick that you hunt and claw and bite to tiny pieces. Humans also jab them in nasty colored paint bottles and jab them onto the tiny-shinies.  
Maverick

Feldman,  
I guess I should say 'Thank You'. Everybody here just says I'm Cute. Your letter was very --  
Oooh! Sparkly!  
Gotta Run!  
Goose

SmallWorld

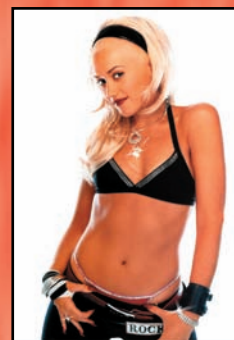


## BABE WATCH



To cool us off in the midst of this hot, hot summer, we decided to take a stab at casting the Ice Queen for the upcoming Dark Heaven Legends movie. Oddly, we have to think of women that are both really hot, and really cold. A few of our Ex's come to mind, but there are some other options too.

Gwen Stefani, once with No Doubt, now a solo artist. She's one cool babe who's also super hot. She's got the swagger and the attitude, and I knew her brother back in Kindergarten. He ate Paste.



Ever since that horrible Batman Returns I've had this thing for Michelle Pfeiffer. Shame about the rocket-powered penguins. But her cousin went to Dental School with my brother-in-law.

Uma Thurman was another Batman Villainess that steamed up the big screen. (What is it with CasketWorks and Batman's Femme Fatales? - Ed.) Plus, co-starring with Mr. Freeze makes her a natural choice. Plus, she likes me. My brother told me so.





You've known her,  
and you've loved her.  
Now she can be yours.

# Sophie



2001 Holiday Sophie  
Sculpted by Werner Klocke  
Product number 1405  
\$7.99



2002 Holiday Sophie  
Sculpted by Werner Klocke  
Product number 1404  
\$9.99



2004 Holiday Sophie on Sleigh  
Sculpted by Sandra Garrity  
Product number 1409  
\$19.99



72mm Sophie  
Sculpted by Werner Klocke  
Product number 1406  
\$19.99



2003 Holiday Sophie 72mm  
Sculpted by Werner Klocke  
Product number 1408  
\$19.99

Angels with an Attitude  
Sculpted by Sandra Garrity  
Product Number 10007  
\$29.99







In the Sulfurous pits of the netherworld, the demon prince, Abyst, commands his legions to do his bidding. From his fiery throne, he and his demonic servants wait for the chance to conquer the Abyss, and beyond . . .



Product Number  
10005  
\$29.99

From jungles forgotten by time, the King of the Beasts strikes forth, knowing no fear, only hunger.

Product Number  
10013  
\$34.99



Six of the Saltiest Dogs that ever sailed the Dragonspine Sea!

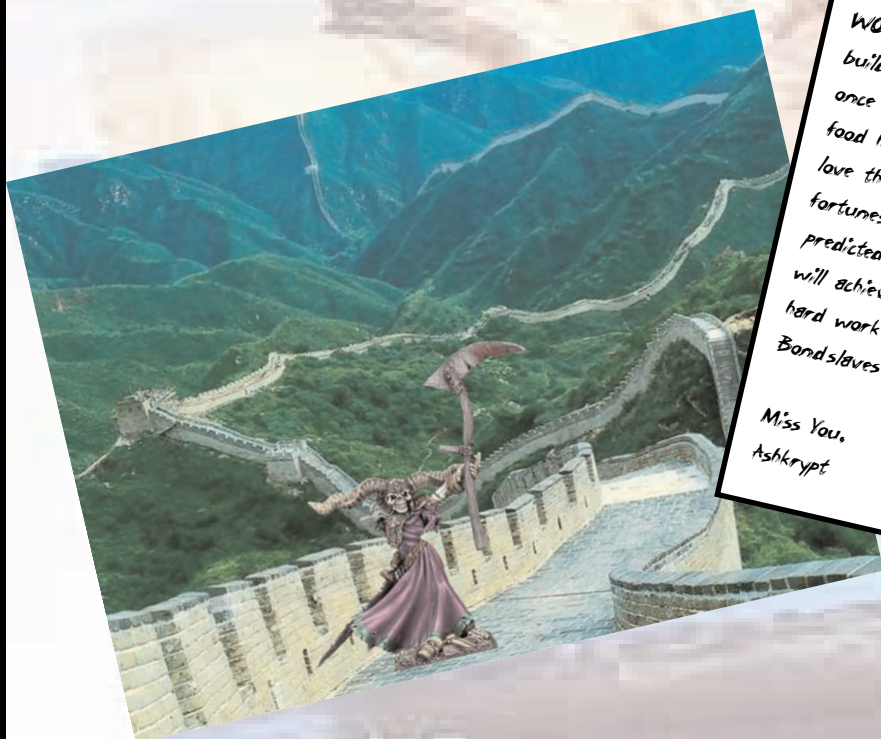
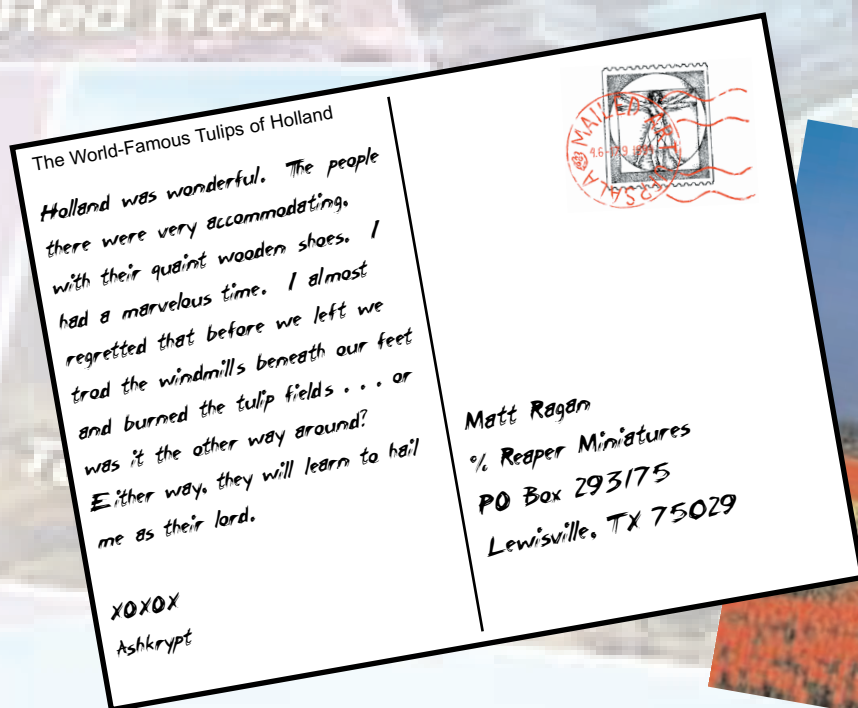
Sculpted by Sandra Garrity & Bob Olley  
Product Number  
10011  
\$24.99



Have You ever wondered what our Warlords do when they are not busy fighting for control of Taltos?

Well, wonder no longer! We have decided to share with you these picture postcards sent to us by Lord Ashkrypt while he was on vacation earlier this year. Join us now for:

## Lord Ashkrypt's World Tour





The Eiffel Tower of Paris

Ran into that Do-Gooder,  
Halbarad in Paris. Had a little  
battle on the tower. Then, We  
had Croissants together, no hard  
feelings, you know? Promised to  
hook up back in Tallos. Idiot.  
Anyway, the wine was good, and  
the Parisians will make fine ser-  
vants of Craclaw.

Wish you were here,  
Ashkrypt

Matt Ragan  
% Reaper Miniatures  
PO Box 293175  
Lewisville, TX 75029



Kayaking along the Cascades

The cascades are lovely this time  
of year, but our river guide  
made me wear that hideous  
orange life vest. As if I could  
drown. Hah! Still, I saw a  
few bears (No dwarves riding  
them!), but a hunter mistook me  
for a moose and had to be  
taken out. Some days, I hate  
this hat. I'll be home soon!

Having a Blast!!  
Ashkrypt

Matt Ragan  
% Reaper Miniatures  
PO Box 293175  
Lewisville, TX 75029



Koana resort, Mauna Loa

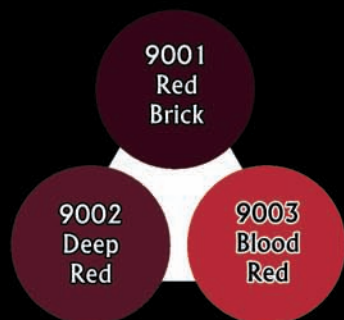
Love it here. The sun is a bit bright,  
but the surf is Totally Wild! At a  
Luau last night, I roasted a pig and  
some tourists. They were impudent  
anyway, and went well with pineapple.  
The natives here look unto me as their  
lord already, having given me this sym-  
bolic wreath of flowers and their  
mightiest of drinks - the Mai Tai.  
Soon, my conquest will be complete,  
and the volcano here will make a fine  
underground lair.

Aloha (It's what they say here).  
Ashkrypt

Matt Ragan  
% Reaper Miniatures  
PO Box 293175  
Lewisville, TX 75029



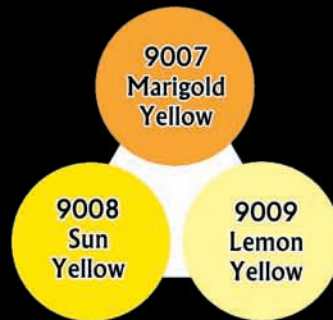




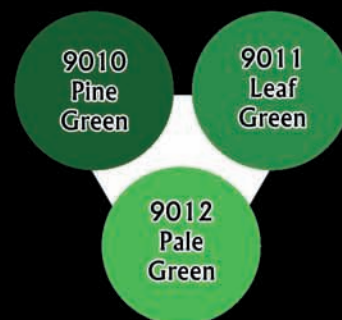
9701: Blood Triad



9702: Fire Triad



9703: Yellow Triad



9704: Warm Greens Triad



9705: Cool Greens Triad

For Your Mini Masterpiece.

# MASTER SERIES PAINTS



9706: Pure Blues Triad



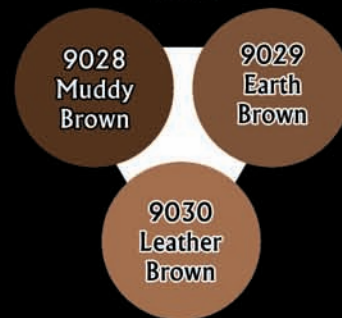
9707: Grey Blues Triad



9708: Royal Purples Triad



9709: Violet Reds Triad



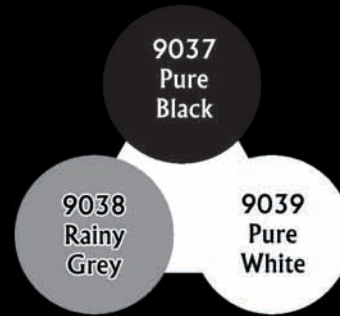
9710: Warm Deep Browns Triad



9711: Warm Light Browns Triad



9712: Olive Greens Triad



9713: Neutral Colors Triad



9714: Dark Skin Triad



9715: Medium Skin Triad



9716: Fair Skin Triad



9717: Gold Metallics Triad



9718: Silver Metallics Triad





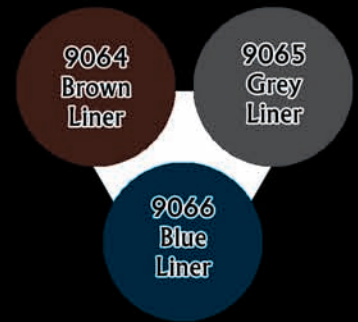
9719: Martial Blues Triad



9720: Bone Triad



9721: Off-Whites Triad



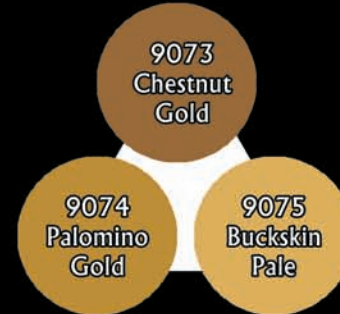
9722: Lining Triad



9723: Rosy Skin Triad



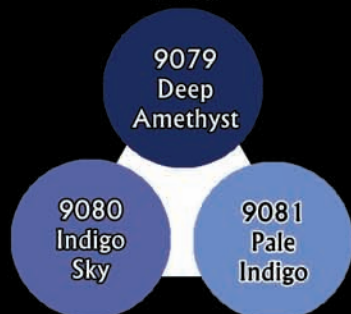
9724: Red Browns Triad



9725: Ochre Golds Triad



9726: Ocean Blues Triad



9727: Twilight Triad



9728: Mossy Greens Triad



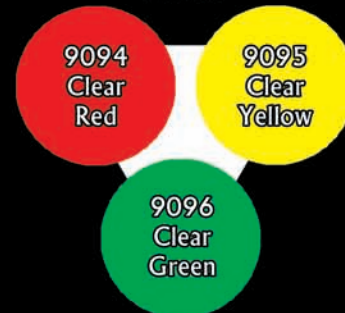
9729: Stone Colors Triad



9730: Neutral Greys Triad



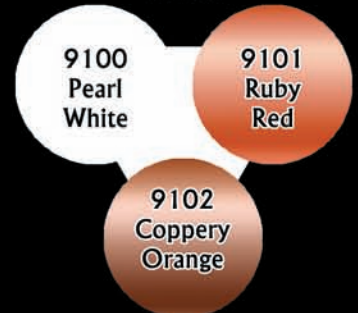
9731: Golden Skin Triad



9732: Clear Brights Triad I



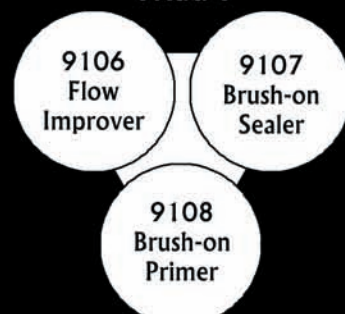
9733: Clear Brights Triad II



9734: Colored Metallics Triad I



9735: Colored Metallics Triad II



9736: Additives Triad I



Master Series Paint \$ 2.99  
Master Series Triads \$ 8.95  
(3 bottles, one of each color)

# PAIN'T LIKE A MASTER

with

## MASTER SERIES PAINTS



So you've decided to pick up some of Reaper's new Master-Series Paints. Maybe you're just curious, or saw a color you just had to have; maybe you heard about them from a friend or discussion group. Whatever the case, this is a guide to what you can expect from your new MSPs!



## COLOR TRIADS

Elsewhere in Casketworks you'll find two pages of color swatches showing the Master Paint colors and the triads they belong in. The tri-color system is there as an aid for you, the painter. If you're a beginner who isn't sure about mixing colors or a professional just looking to save some time, the triads can be a big help! On the next few pages are examples of some of the triads, with Jade, Dancing Girl modeling them, so that you can see how the colors work together.



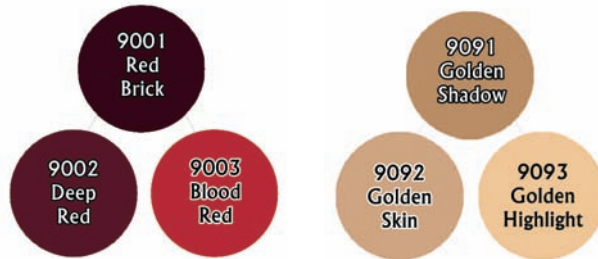
Purple Jade was painted with the Fair Skintones triad (basecoat 9046, Fair Shadow, highlighted first with 9047, Fair Skin, and second with 9048, Fair Highlight), the Deep Purples triad (basecoat 9023, Imperial Purple, shaded with 9022, Nightshade Purple, and highlighted with 9024, Amethyst Purple), and the Warm Light Browns triad for her hair (basecoat 9032 Amber Gold, shaded with 9031, Tanned Leather, and highlighted with 9033, Golden Blond).



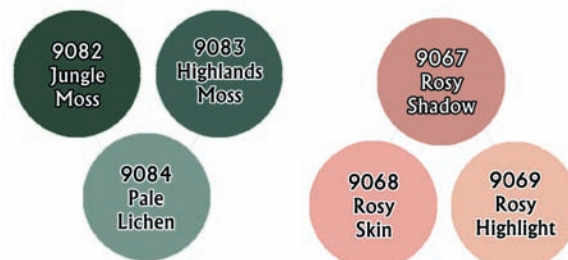
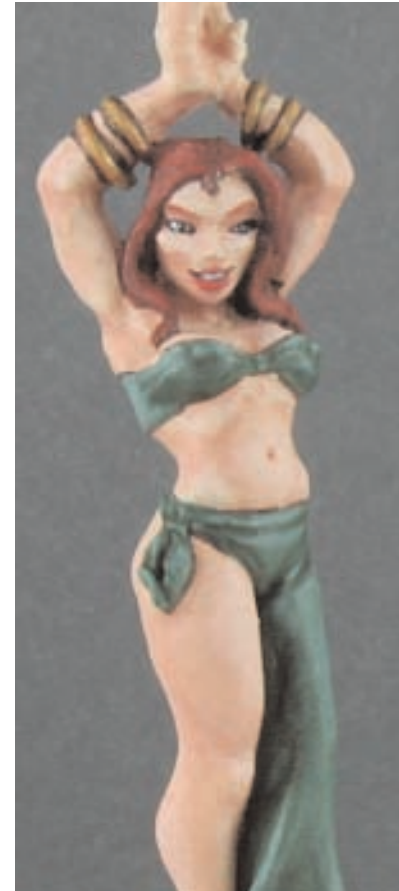




Red Jade was painted with the Golden Skintones triad (basecoat 9092, Golden Skin, shaded with 9091, Golden Shadow, and highlighted with 9093, Golden Highlight) and the Blood Colors triad (basecoated in 9003, Blood Red, shaded first with 9002, Deep Red, and then shaded further with 9001, Red Brick).



Green Jade was painted with the Rosy Skintones triad (basecoat 9068, Rosy Skin, shaded with 9067, Rosy Shadow, and highlighted with 9069, Rosy Highlight) and the Mossy Greens triad (basecoat 9083, Highlands Moss, shaded with 9082, Jungle Moss, and highlighted with 9084, Pale Lichen).



Orange Jade was painted with the Dark Skintones triad (basecoat 9041, Dark Skin, shaded with 9040, Dark Shadow, and highlighted with 9042, Dark Highlight) and the Fire Colors triad (basecoat 9005, Phoenix Red, shaded with 9004, Bright Red, and highlighted with 9006, Fire Orange).



## RECIPE FOR THINNER

The recipe for the mixture I use for thinning my Master Paint is:  
 10% undiluted flow improver  
 30% extender or retarder  
 Fill remainder of the bottle with distilled or filtered water.  
 Enjoy!



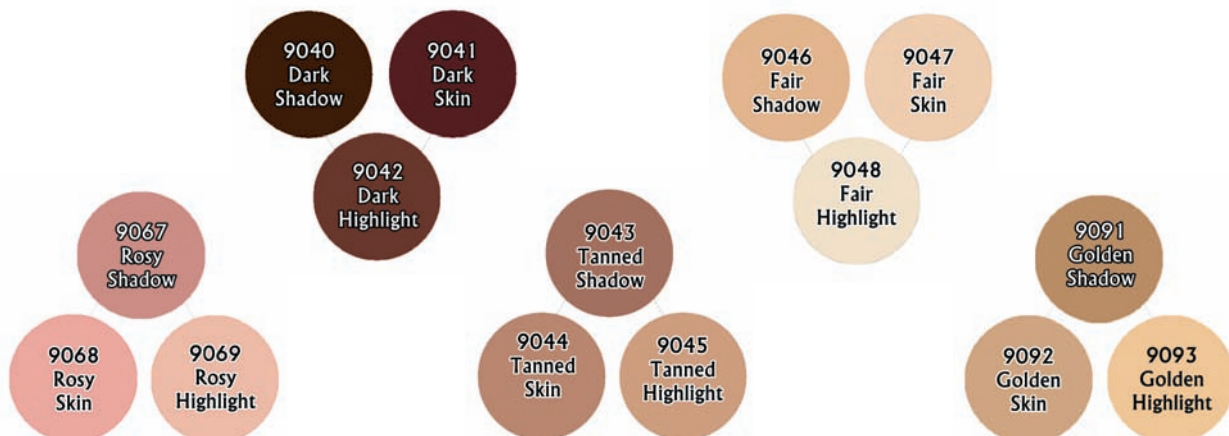


Blue Jade was painted with the Tanned Skintones triad (basecoat 9044, Tanned Skin, shaded with 9043, Tanned Shadow, and highlighted with 9045, Tanned Highlight), the True Blues triad (basecoat 9017, True Blue, shaded with 9016, Sapphire Blue, and highlighted with 9018, Sky Blue), and the Warm Deep Brown triad for her hair (basecoat 9028, Muddy Brown, highlighted first with 9029, Earth Brown, and second with 9030, Leather Brown).



## A NOTE ON SKINTONE TRIADS

Though our skintones, like the rest of the Reaper Master Series paints, are organized in triads, you can get some interesting effects by deviating a little. For example, you might notice that cool and warm tones often alternate in the skintones. 9043 is cool; 9044 is warm; 9045 is cool; 9046 is warm. If you wanted a very warm skintone, you could use 9044, skip 9045, and go straight to 9046 for a warmer highlight. If, on the other hand, you wanted a cooler, less tanned effect, but didn't want to go really pale, you could use 9043 as your base and then a mix of 9043 and 9045 as your first highlight, with pure 9045 being your next highlight. It's also worth mentioning that the Golden Skintones, though conceptualized as an "oriental" series, also mix well with 9044, Tanned Skin. Experiment and have fun!



## Master Tip #1

MSP's tend to work best when you basecoat with your midtone and then add in shadow and highlight (as opposed to the technique of starting with your darkest shadow and working up from there).



## RELATED-COLOR TRIADS

In addition to the color Triads I just mentioned, we have related-color triads, which aren't organized in midtone, shadow, highlight but instead are groupings of colors with similar uses.

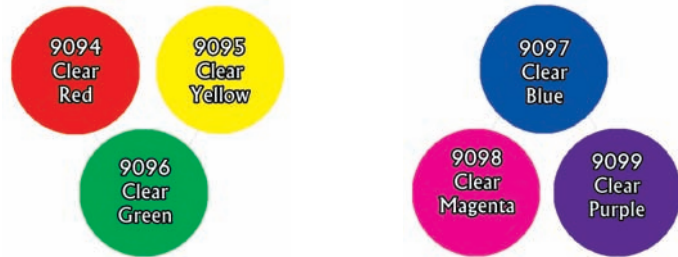
### OFF-WHITES

Many painters don't know what to do with these. I mean, why not just use Pure White? Well, employing an off-white instead of pure white in your highlights will often give your miniature a softer, more naturalistic look instead of a bright, hard-edged one. Also, using Linen White-9061 or Leather White-9062 in the whites of a miniature's eyes tends to look a little more natural than using stark Pure White. Ghost White-9063 is an excellent highlight for blue-black hair; mix with Pure Black-9037 in increasing amounts for highlighting those raven-haired beauties!



### LINER COLORS

When a painter graduates from using inks to lining the various parts of a miniature, they often default to black for their liner. However, much like pure white above, using pure black tends to look cartoony and unnatural. If you're going for that, great! If you're not, though, check out our Brown Liner-9064 for a more naturalistic look, or Grey Liner-9065 (I like to call it "Faded T-shirt Black") if you're lining a miniature with lots of greys and cold colors. For a bit of experimentation in color, try Blue Liner-9066 on a miniature with lots of greens and browns, or even one with lots of reds and oranges! These colors can also be used as shadows, midtones, or highlights; Blue Liner makes a good shadow for Breonne Blue-9055, for example, and Grey Liner can be a good starting highlight for Pure Black-9037.



### CLEAR BRIGHTS

Clear Brights, as their name indicates, were formulated without coverage in mind. The truth is that many pure, bright pigments are transparent, so it's very hard to get a paint that covers well without adding in other colors, like black or white, which give you coverage but also tone down the color.

We created the Clear Brights to give painters the option for blindingly bright colors, which, since they contain only one pigment, are also excellent for mixing. Since their coverage is often not ideal, it's a good idea to basecoat in a regular MSP color and then put a coat of Clear Bright over the top. For example, for a screaming-eyeball red you would basecoat in Blood Red-9003 or Bright Red-9004 and then put down a coat of Clear Red-9094; for a neon yellow, you would basecoat in Sunlight Yellow-9008 and then put on a coat of Clear Yellow-9095, and so on.

If you like to mix, you can also use Clear Brights as a color intensifier. Sapphire Blue-9016 not bright enough for you? Add a couple drops of Clear Blue-9097 for a deeper, more intense color. Looking for a vivid dark blue? Add a drop or two of Clear Blue to Breonne Blue-9055 or even Blue Liner-9066. And, of course, you can keep your brighter custom colors pre-mixed in one of Reaper's MSP empty bottles, sold in blisters of three!

### Master Tip #2

The paints thin fine with just water, but a little additional flow improver won't hurt. They are fast-drying, so you may wish to add extender or retarder to your mix--see the recipe on the facing page. Some retarders might add a slight glossiness to the paint; you may wish to apply a coat of matte sealer after painting if you use a product that slows the paint's drying time.



## ABOUT THE PAINT

And speaking of properties, what does this paint have going for it? Well, like many other choices on the market, it's a water-soluble acrylic blend, cleans up with soap and water and mixes fine with most other paints of its type. It possesses an enhanced flow factor that makes it very easy to work with, ultra-smooth and ideal for precision and detail work. Its adhesion is much better than many other paints of its type, so it sticks to the mini better and resists rub-off. The paint consistency is balanced, providing utility straight out of the bottle, but it also has good coverage when thinned for more advanced applications, such as layering. It works well without any additives at all, but is compatible with retarders and flow improvers. Reaper Master Series paints are even versatile enough to work well in airbrush applications!

## NMM COLORS

We don't have official triads for these yet, but with the addition of the Ochre Golds, Red-Browns, and Neutral Greys we have all the colors you need for them! Here are some recipes to experiment with, for those of you who love using Non-Metallic Metals:

NMM Silver: Pure Black-9037 or Stormy Grey-9088 for darkest shadow, Cloudy Grey-9089 or Rainy Grey-9038 for midtone, Misty Grey-9090 and Pure White 9039 for highlights.

NMM Warm Gold: Muddy Brown-9028 and/or Mahogany Brown-9070 for darkest shadow, Chestnut Gold-9073 and Palomino Gold-9074 for midtones, Buckskin Pale-9075 and Pure White 9039 for highlights.

NMM Neutral Gold: Brown Liner-9064 for darkest shadow, Earth Brown-9029 and Palomino Gold-9074 for midtones, Buckskin Pale-9075 and Pure White 9039 for highlights.



## WHERE TO START

But wait! What would be the best colors to pick up, just as a sampler, or if you're trying to decide to buy in? Well, the paints are organized according to triads. Most of these are a selection of midtone, shadow, and highlight; others are triads of "related colors" such as the set of off-whites, or the liner colors. Nonetheless, this doesn't mean you need to pick up three paints if you really only want one! You can buy the triads packaged in blister form, true, but you can also feel free to pick and choose, mix and match just like you would with any other paint line. The triads are just there to make things a little easier if you want to save time or just don't feel like dealing with color choices at the moment!

### Master Tip #3

Your paint will not require much thinning for a good basecoat consistency. You can use the paint for basecoating straight out of the bottle, but remember that for the smoothest basecoat it's best to thin the paint a little and then apply two thinner coats rather than one thicker one.

## STARTER COLORS

If you would like to pick up five or ten colors just to try the paint out and explore its properties, we recommend the following color sets:

BASIC FIVE: Pure White-9039, Pure Black-9037, Blood Red-9003, Tanned Skin-9044, Honed Steel-9053

BASIC TEN: the above FIVE plus Antique Gold-9050, Muddy Brown-9028, Sunlight Yellow-9008, Sapphire Blue-9016, Pine Green-9010

GOOD ADD-ONS: Burgundy Wine-9025, Nightshade Purple-9022, Twilight Blue-9020, Tanned Leather-9031, Muddy Olive-9034



# Are You Ready to Strike With Us?



*Our history, our heroes, our strength.* Black Lightning Team Members continue to make history. Attend one of the three big Conventions: Reaper Con, Origins, and Gen Con to see them in action.

Wondering if Black Lightning is a good option for you? Black Lightning can provide enjoyment, gaming opportunities and a steady source of fun. You will also earn rewards, be a part of Reaper's Beta Testing Team, and have opportunity to go to conventions and tournaments.



Serving on the Black Lightning Team means you'll still have a civilian job, but you'll run an activity one week-end a month close to home and be eligible to participate in the Big Con Force once a year.

## A FUTURE FORCE - READY NOW



The Black Lightning Team is made of committed volunteers serving together to promote Reaper products and to preserve gaming opportunities. This kind of commitment makes each and every one of these Black Lightning Members the embodiment of selfless service.

The Black Lightning Team is a key component of the Reaper Miniatures Family, providing expeditionary land forces wherever - and whenever - they are required.

Working in conjunction with the Retail Outlets, the Black Lightning Team trains Members and creates leaders among them to rapidly respond when they are called upon to serve gaming needs.

## Personnel

Today, the Black Lightning Team is composed of nearly 150 Members, deployed all over the world. This force is entirely composed of volunteers. Many Members serve in each of the many roles available. Depending on their service option or experience, they are either classified as Members or Mentors.

## Service Options

Many Members serve in each of the many roles available. There are two basic service options, the RAGE games and the Paint Lines. Members are welcome to choose either or both for their focus. Within the RAGE games, there are multiple systems produced. **Fluency in only one system** is the minimum a Member is asked to possess at enrollment. The RAGE games fluency is not a mandatory requirement for Paint Lines service nor is Paint Lines fluency required for RAGE games service.



## Training, Rewards & Roles

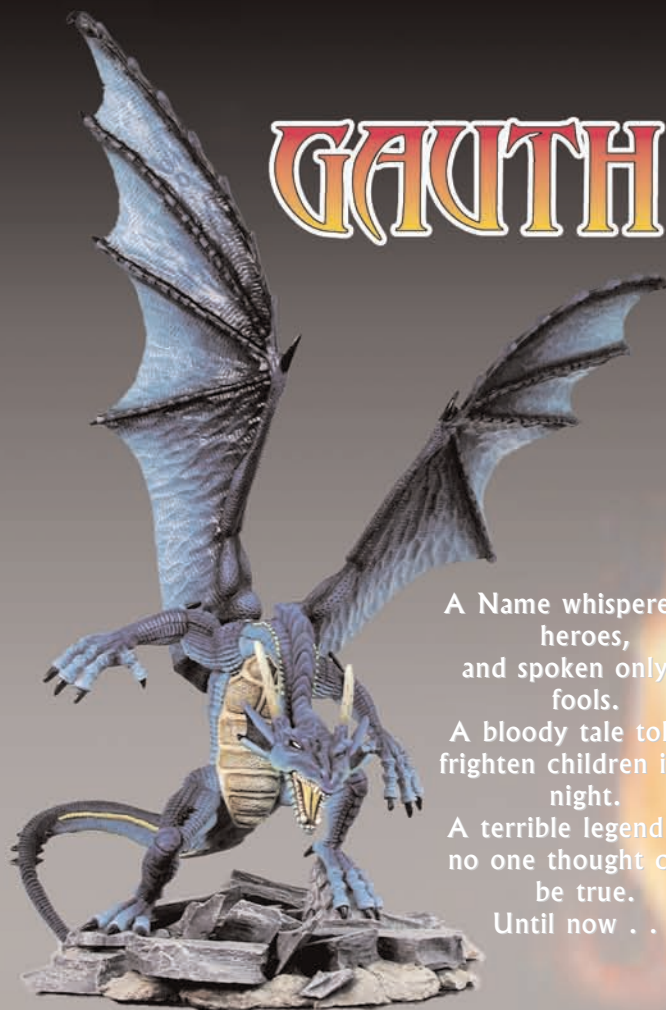
The Black Lightning Team trains Members to be their best - especially when it comes to their games, leadership and painting skills. With conventions and game stores worldwide, a Member becomes - and continues to be - **an expert** at their Black Lightning Team position. Every activity you run earns you rewards and opportunities to advance to Mentor, or join our Con Force.

## CONTACT THE BLACK LIGHTNING TEAM

Chat with members [www.reapermini.com/forum](http://www.reapermini.com/forum)  
Send for Info [bl\\_boss@reapermini.com](mailto:bl_boss@reapermini.com)  
How to Join [www.reapermini.com/bl](http://www.reapermini.com/bl)



# GAUTH



Approximately 12" with a wingspan of 16"

A Name whispered by heroes,  
and spoken only by fools.  
A bloody tale told to frighten children in the night.  
A terrible legend that no one thought could be true.  
Until now . . .

Sculpted by Jim Johnson  
Product number 10006  
\$79.99

# GREAT



"And with a gesture, the bones of the long dead dragon rose silently into the rank, ashen air. The mass of ribs, femurs, and vertebrae at first were surrounded by a liquid purple glow, which faded into a tarnished blue as the spell took shape."



# Kaladrax

The legendary beast of Adon that refuses to Die!

Sculpted by Jim Johnson  
Product Number 10012  
\$49.99



Protector of Ancient Secrets . . .  
Guardian of Forbidden Lore . . .  
Defender of Uncountable Wealth . . .

Woe unto the Foolish being who thinks to Usurp him of his claim . . .

10.5" Long & 6.25" tall, Solid Pewter

# MARTHIRAGIL

Sculpted by Jim Johnson  
Product number 10020  
\$79.99





## VIRIDIUS

The noxious green gas of his breath lingers in the air as he leaves the crumbling temple to feast upon the sacrifice.

Approximately 9" Long & 8" Tall  
with a 15" wingspan  
Solid Pewter

Sculpted by Jason Wiebe  
Product Number 10021  
\$79.99



## DEATHSLEET

A fleet shadow skims over ice-capped waves, carrying with it sheer terror. Those brave souls who face her are certain to find only death . . .

Sculpted by Sandra Garrity  
Product number 10016  
\$34.99

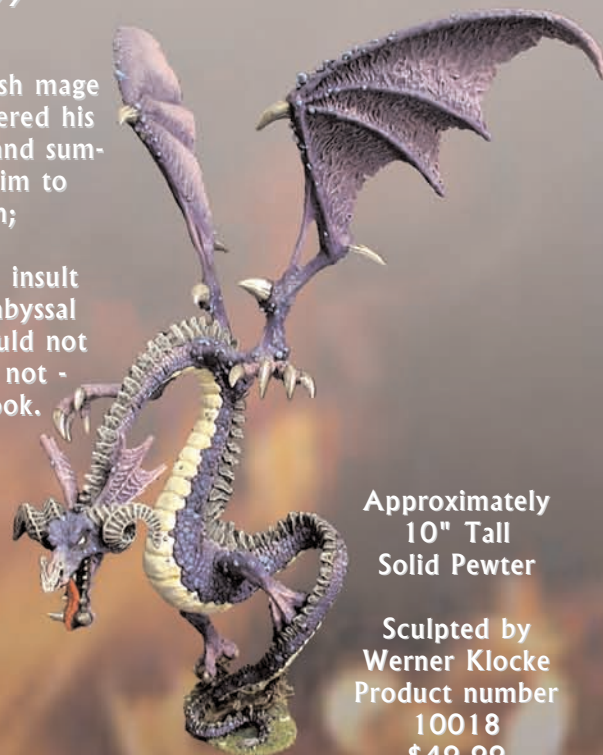


## EBONWRATH

Some Foolish mage had discovered his true name and summoned him to Adon;

it was an insult that the abyssal dragon could not - would not - overlook.

Sculpted by Sandra Garrity  
Product Number 10022  
\$34.99



Approximately  
10" Tall  
Solid Pewter

Sculpted by  
Werner Klocke  
Product number  
10018  
\$49.99

## VEROCITHRAX



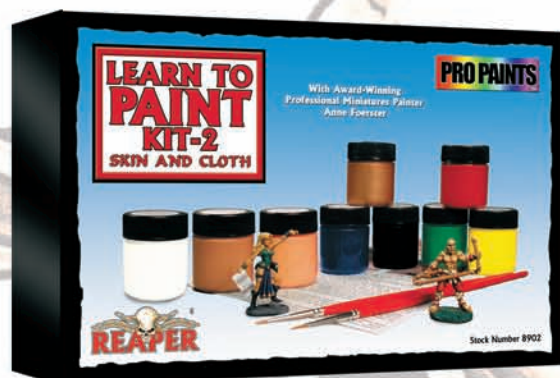
# LEARN TO PAINT KIT-3 Non-Metallic Metal



Learn to Paint kit 3 teaches non-Metallic Metals and builds upon layering and blending techniques from previous paint kits.

This kit includes:  
2 Dark Heaven Legends Miniatures  
2 Pro Brushes  
9 3/4 oz. bottles of Pro Paints  
Fully illustrated Color Painting guide

Product Number  
08903  
\$25.95



Learn to Paint Kit 2 teaches skin and cloth painting techniques including layering and washes.

This kit includes:  
2 Dark Heaven Legends Miniatures  
2 Pro Brushes  
9 3/4 oz. bottles of Pro Paints  
Fully illustrated color painting guide

Product Number  
08902  
\$25.95

# LEARN TO PAINT KIT-2 SKIN AND CLOTH

# LEARN TO PAINT KIT Armor & Fur

Reaper's Learn to Paint Kit includes everything you will need to get started in miniature painting!

The kit includes:  
2 Dark Heaven Legends Miniatures  
2 Pro Brushes  
9 3/4 oz. bottles of paint  
Fully illustrated color painting guide

Product Number  
08901  
\$25.95



Our Pro and Master Brushes are both professional grade high quality brushes designed with miniature detail and techniques in mind.  
Great for Drybrushing, Wet Blending, or any other application.

Pro Brushes  
Individual Brushes  
\$4.99

#8550 Brush Set  
\$12.99

Kolinsky Sable  
Master Brushes  
# 8601-8603 \$11.99  
# 8604-8607 \$9.99





# WARLORD

## Models listed in numerical order, With their Army

14002 Grundor Hordetaker	Mercenary	14092 Khong-To	Reptus	14194 Lesser Orc Captain	Reven
14003 Ashkrypt	Overlords	14093 Finari	Crusaders	14195 Kiakara, Khakhagh	Reven
14004 Ymrilix, The False	Overlords	14094 Tariq, Ranger Chief	Nefsokar	14196 She Orc Witch	Reven
14005 Lord Ironraven	Crusaders	14095 Neek, Goblin Boghul	Reven	14197 Lesser Orc Sergeant	Reven
14006 Syphrilla	Necropolis	14096 T'kay	Reptus	14198 Lesser Orc Hero	Reven
14007 Minotaur of the Maze	Mercenary	14097 Khasmin Herdsmen	Nefsokar	14199 Long Strikers	Reptus
14008 River troll	Reptus	14098 Khufu, First Chosen of Sokar	Nefsokar	14200 Ra'am	Reptus
14009 Crypt Bats	Necropolis	14099 Skull Breakers	Reptus	14201 Gaaguk, Bull Orc Hero	Reven
14010 Crypt Bats	Necropolis	14100 Awakened	Nefsokar	14202 Goblin Warriors	Reven
14011 Eikar, Lord of the Crypt Bats	Necropolis	14101 Skeletal Archers	Necropolis	14203 Bull Orc Berserkers	Reven
14012 Gauntfield	Necropolis	14102 Avatar of Sekhmet	Nefsokar	14204 Nai-Khanon	Reptus
14014 Artemis	Mercenary	14103 Templar Unforgiven	Crusaders	14205 Hill Giant	Reven
14015 Niridol	Elves	14104 Archers	Reptus	14206 Meridh	Elves
14016 Judas Bloodspire	Necropolis	14105 Soultender	Darkspawn	14207 Greater Beastman Hero	Reven
14017 Naomi	Necropolis	14106 Dark Maiden	Razigs Revenge	14208 Audt	Reptus
14018 Arnise	Elves	14107 Overlord Warriors	Overlords	14209 Mossbeard	Elves
14019 Durgam Deepmug	Dwarves	14108 Goblin Skeeters	Reven	14210 Goblin Beastriider Sergeant	Reven
14020 Lola Darkslip	Overlords	14109 Templar Warrior	Crusaders	14211 Crusader Squires	Crusaders
14021 Shad Coalshadow	Mercenary	14110 Centaur	Elves	14212 Lady Jehanne	Crusaders
14022 Lysette	Elves	14111 Sister Majeda	Crusaders	14213 Lady Devona	Crusaders
14023 Sigurd	Mercenary	14112 Warriors	Dwarves	14214 Lady Jocelyn	Crusaders
14024 Eredain	Mercenary	14113 Vale Archers	Elves	14215 Acacia	Crusaders
14025 Kyla	Mercenary	14114 Templar Ironspines	Crusaders	14216 Garr, War dog Alpha	Crusaders
14026 Nakhti	Nefsokar	14115 Tomb Guards of Sokar	Nefsokar	14217 Rauthuros	Darkspawn
14027 Bull Orc Fighters	Reven	14116 Caerwynn	Elves	14218 Vysa	Darkspawn
14028 Gargoyle	Necropolis	14117 Beastmen Woodcutters	Reven	14219 War Dog Pack	Crusaders
14029 Razig	Razigs Revenge	14118 Urga, Beastman Boghul	Reven	14220 Hound of Judgement	Crusaders
14030 Lupine Lord	Mercenary	14119 Vale Warriors	Elves	14221 Warbeast	Reven
14031 Lupine Rager	Mercenary	14120 Swiftaxes	Dwarves	14222 Harpy	Reven
14032 Lupine Shaman	Mercenary	14121 Bull Orc Hunters	Reven	14223 Goblin Rangers	Reven
14033 Nivar the Wraith	Necropolis	14122 Onyx Golem	Overlords	14224 Mother Superior Kristianna	Crusaders
14035 Balthon	Overlords	14123 Lunk, Goblin Mage	Reven	14225 Sir Brannor	Crusaders
14036 Halbarad	Crusaders	14124 Kevis, Vizier	Overlords	14226 Sir Danel	Crusaders
14037 Sir Conlan, Lightbringer	Crusaders	14125 Bondslaves	Overlords	14227 Herne	Crusaders
14038 Braug The Ogre	Reven	14126 Overlord Spearman	Overlords	14228 Isarah, Priestess of Shadarzaddi	Crusaders
14039 Ivar Silverfist	Dwarves	14127 Arik, Inquisitor Advisor	Overlords	14229 Khasya, Hospitalier	Crusaders
14040 Malek	Necropolis	14128 Moraia, Warbride of Khardullis	Overlords	14230 Sir Daman the Impetuous	Crusaders
14041 Familiar Pack 1	Universal	14129 Mi-Sher, Dervish Chief	Nefsokar	14231 Templar Heavy Cavalry	Crusaders
14042 King Thorgram Grimsteel	Dwarves	14130 Snorri Oathbreaker	Dwarves	14232 Ivy Crown Skirmish Foot	Crusaders
14043 Lurgh	Reven	14131 Elisabeth Briarkiss	Necropolis	14233 Ivy Crown Light Lancers	Crusaders
14044 Uru, Troll Chief	Reptus	14132 Yagun Oog, Ogre Mage	Reven	14234 Guardian Beast	Crusaders
14045 Valandil, Arch-Mage	Crusaders	14133 Celestial Lions	Crusaders	14235 Neb'nesew Ne'pet,	Nefsokar
14046 Ardynn	Elves	14134 Ivy Crown Archers	Crusaders	14236 Senet net'merew,	Nefsokar
14047 Dingo	Mercenary	14135 Warriors	Reptus	14237 Ah'radivh – Mounted	Nefsokar
14048 Fatima	Nefsokar	14136 Thorvald Clawhelm	Dwarves	14238 Ammat, Female Golem	Nefsokar
14049 Narg Bloodtusk, Nokhan	Reven	14137 Skeletal Breakers	Necropolis	14239 Ifiri, Female Anubis Guard	Nefsokar
14050 Sir Broderick, Justicar	Crusaders	14138 Anubis Guard	Nefsokar	14240 Sokar's Chosen	Nefsokar
14051 Janna		14139 Krungbeast	Reptus	14241 Sokar's Disciples	Nefsokar
14052 Azarphan	Necropolis	14140 Battle Nun Novitiates	Crusaders	14242 Ibrahim – Unique	Nefsokar
14053 Kaena, Banshee	Necropolis	14141 Khasmin Rangers	Nefsokar	14243 Thoth, Ibis Headed Golem	Nefsokar
14054 Gurm, Ogre Hunter	Reven	14142 Khasmin Dervishes	Nefsokar	14244 Khamsin Berserkers	Nefsokar
14055 Marcus Gideon, Undead Hunter	Crusaders	14143 Kara Foehunter	Dwarves	14245 Ammat Devourers	Nefsokar
14056 Weapons Pack	Universal	14144 Moandain	Necropolis	14246 Khamsin Heavy Cavalry	Nefsokar
14057 Iks, Wight Sergeant	Overlords	14145 Kentaur	Necropolis	14247 Khamsin Lancers	Nefsokar
14058 Loriele Silverrain	Mercenary	14146 Fulambar Ironhammer	Dwarves	14248 Khamsin Mounted Archers	Nefsokar
14059 Spawn of Mashaf	Darkspawn	14147 Andras, Overlord Captain	Overlords	14249 Ranthie, Priest of Khardulis	Overlords
14060 Leisynn	Mercenary	14148 Chai-Uut	Reptus	14250 Torenth – Black Legionaire	Overlords
14061 Kharg Blacknail, Bull Orc Boghul	Reven	14149 Ralior	Necropolis	14251 Dantral, Half Orc Captain	Reven
14062 Orba Sinhan	Mercenary	14150 Grave Horror	Necropolis	14252 Strach	Overlords
14063 Varaug, the Great Khakhhan	Reven	14151 Nagendra Rangers (3)	Reptus	14253 Rogran Uthresect	Overlords
14064 Khadath	Nefsokar	14152 Javolith, Darkspawn Captain	Darkspawn	14254 Soriel, Pit Fighter	Overlords
14065 Witch Queen	Darkspawn	14162 Isiri Archer	Darkspawn	14255 Daughters of the Whip	Overlords
14066 Prince Danithal	Elves	14163 Isiri Warrior	Darkspawn	14256 Onyx Phalanx – Centurions.	Overlords
14067 Guros, Baron of the Whips	Darkspawn	14166 Crimson Knights	Necropolis	14257 Onyx Zephyrs – Light Cavalry	Overlords
14068 Duke Gerrard	Crusaders	14167 Zombies	Necropolis	14258 Survivors	Overlords
14069 Sir Malcolm, Lightbringer	Crusaders	14168 Gauren, Wrathful Spirit	Necropolis	14259 Sellthak the Poisoner	Overlords
14070 Nicole of the Blade	Mercenary	14169 Daron, Deathknight	Necropolis	14260 Marquise Zora d'Toregan	Overlords
14071 Athak, Crimson Knight	Necropolis	14170 The Called	Necropolis	14261 General Matisse	Overlords
14072 Bladesister Warriors	Mercenary	14171 Skeletal Cavalry Sergeant	Necropolis	14262 Count Lorenth – Cavalry	Overlords
14073 Skeletal Pirate Crew	Razigs Revenge	14174 Overlord Crossbowmen	Overlords	14263 Lorena of the Whip	Overlords
14074 Bull Orc Archers	Reven	14175 Dwarf Shieldmaidens	Dwarves	14264 Taletia, Disciple of Ashkrypt	Overlords
14075 Skeletal Warriors	Necropolis	14177 Onyx Chevalier	Overlords	14265 Bile the Wyvern	Overlords
14076 Devourer of Mashaf	Darkspawn	14178 Skralla theBlack	Reven	14266 Fire Elemental	Overlords
14077 Griffon	Dwarves	14179 Broken Fodder	Darkspawn	14267 Xailor, the Onyx Defiler	Overlords
14078 Nasithe, Champion of the Queen	Darkspawn	14180 Tharian, Vampire Mage	Necropolis	14268 Giant Scorpion	Nefsokar
14079 Ombur Skulltooth, Orc Shaman	Reven	14181 Sir Osric, Vampire	Necropolis	14269 Sphinx	Nefsokar
14080 Guardian Angel	Crusaders	14182 Night Spectre	Necropolis	14270 Sokar's Avatar	Nefsokar
14081 Netikerti, Mummy Consort	Nefsokar	14183 Aysa, Ghost	Necropolis	14271 Dust Devil	Nefsokar
14082 Margara Firetongue	Dwarves	14184 Bloodseeker Vampire	Necropolis	14272 Anwar	Nefsokar
14083 Ashakia	Darkspawn	14185 Bone Horror	Necropolis		
14084 Skeletal Gunner & Soul Cannon	Razigs	14186 Lord Vandrian, Vampire	Necropolis		
14085 Freya Fangbreaker	Dwarves	14187 Ssathuss	Reptus		
14086 Giant Eagle	Elves	14188 Ssudai	Reptus		
14087 Familiar Pack 2	Universal	14189 Goblin Beastriider Cavalry	Reven		
14088 Thusia, Painmage	Darkspawn	14190 Paintenders	Darkspawn		
14089 Aundine	Darkspawn	14191 Dwarf Halberdiers	Dwarves		
14090 Wraith Harvesters	Necropolis	14192 Lesser Orc Warriors	Reven		
14091 Corvus, Overlord Sergeant	Overlords	14193 Lesser Orc Spearmen	Reven		

For More Information on Warlord Armies, check out [www.ReaperGames.com](http://www.ReaperGames.com)  
or log on to our Message Boards at  
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# PRO PAINTS

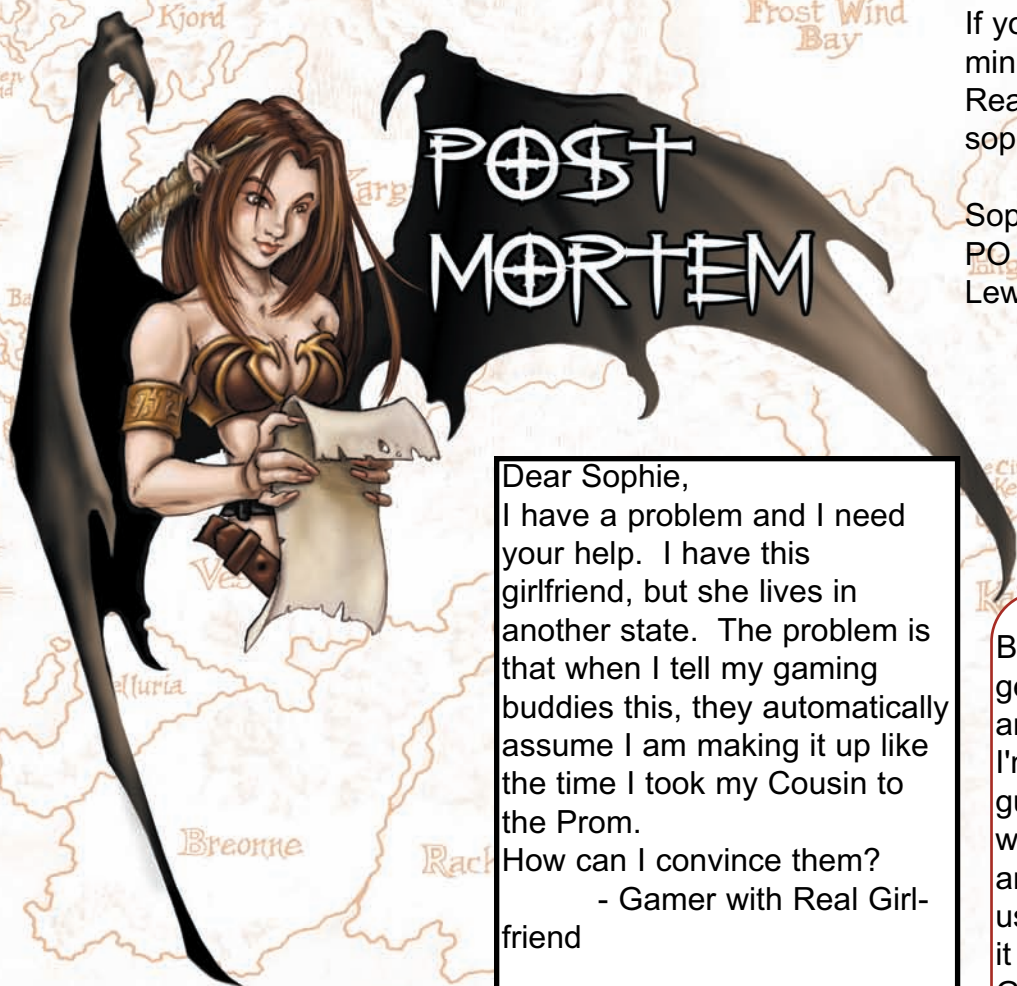
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8001 Blood Red	8013 Night Sky	8025 Volcano Brown	8037 Sea Foam	8049 Troll Flesh	8061 Astral Blue	8073 White Primer	8111 Gun Metal		
8002 Firehawk Red	8014 Dragon Blue	8026 Chestnut	8038 Ivory	8050 Hawthood	8062 Pegasus Blue	8074 Gloss Coat	8112 Pewter		
8003 Dragon Red	8015 Ice Blue	8027 Hill Giant Brown	8039 White Leather	8051 Ocean Blue	8063 Glacier Blue	8101 Steel Plate Metallic	8113 Purple Steel Metallic		
8004 Ember Orange	8016 Imperial Purple	8028 Buckskin	8040 Linen White	8052 Stone Gray	8064 Fairy Blush	8102 True Silver Metallic	8201 Ruby Red Ink	8301 Pearl White	8307 Orchid
8005 Desert Gold	8017 Liche Purple	8029 Caucasian Flesh	8041 Dragon White	8053 Amethyst	8065 Elderberry	8103 Dragon Gold Metallic	8202 Emerald Green Ink	8302 Conch Pink	8308 Mint
8006 Spring Yellow	8018 Rose Quartz	8030 Fair Maiden	8042 Dragon Black	8054 Burnt Orange	8066 Rust	8104 Bright Gold Metallic	8203 Sapphire Blue Ink	8303 Gold Silk	8309 Aqua Green
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8008 Elven Green	8020 Ash Gray	8032 Dwarf Flesh	8044 Slate	8056 Gnoll Flesh	8068 Blue Black	8106 Copper Metallic	8205 Flesh Shading Ink	8305 Coral	8311 Frost
8009 Kilt Green	8021 Granite	8033 Orc Flesh	8045 Pink	8057 Sage	8069 Bright Blue	8107 Blue Steel Metallic	8206 Wood Shading Ink	8306 Rose Petal	8312 Lavender
8010 Emerald	8022 Dove Gray	8034 Ghoul Gray	8046 Maroon	8058 Pine	8070 Bright Red	8108 Green Steel Metallic	8207 Black Ink Wash		
8011 Plains	8023 Walnut	8035 Olive	8047 Slime	8059 Mold	8071 Bright Orange	8109 Fire Glow Metallic	8208 Ink Extender (Clear)		
8012 Breonne Navy Blue	8024 Woodland Brown	8036 Bloodstone	8048 Aged Red Brick	8060 Moss	8072 Griffon Tan	8110 Red Steel Metallic	8209 Purple Ink		



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		85





If you have questions about miniatures, the meaning of life, or Reaper write to:  
sophie@reapermini.com

Sophie c/o Reaper  
PO BOX 293175  
Lewisville, TX 75029-3175

Dear Sophie,  
I have a problem and I need your help. I have this girlfriend, but she lives in another state. The problem is that when I tell my gaming buddies this, they automatically assume I am making it up like the time I took my Cousin to the Prom.  
How can I convince them?  
- Gamer with Real Girlfriend

Gamer,  
*Don't Worry. It's perfectly normal for boys to have imaginary friends.*  
XOXOX  
Sophie

Sophie,  
What does Reaper mean when they say "Soon"?  
CAVLuvR517

Dear CAV,  
*soon: adv. soon-er, soon-est*  
1. *In the near future*  
2. *Without hesitation; promptly: came as soon as possible.*  
3. *Before the usual or appointed time; early.*  
4. *With willingness; readily: I'd as soon leave right now.*  
5. *When ReaperMatt finally lets go of it long enough for us to make more.*  
Hugs,  
Sophie

Dear Sophie,  
Being a necromancer, I don't get much opportunity to get out and meet new people. In fact, I'm still hanging around with the guys I graduated from college with - all of whom are skeletons and pale goth types (We don't use the "V" word around them, it makes them edgy), except for Gary who is a liche.

Anyways, I have my eye on this cute banshee, she knows how to say all the right things, but I'm shy and set in my ways. Would it be worthwhile getting her to hang out with us on the weekend when the guys and I usually go out to smite some crusaders?  
Thanks,  
Malek

Malek,  
*You might want to take her someplace alone before you ask her along with the guys. A girl likes to feel special. Maybe the two of you could go down to the swamp and have a moonlight walk.*  
Good Luck,  
Sophie  
*P.S. Just don't take her to Karaoke. Banshees's don't usually do so well.*

Sophie - I read in some chat room about some new Miniatures Line that Reaper is going to make. Can you tell me more about it? U  
R0><><0|2!!!1!!!! -- Fr3d teh BRBarian

Fr3d,  
You're talking about our Master Series Minis - a new Line where our sculptors can really strut their stuff in anything from 28mm to 72mm scale. The idea behind them is to make some of the coolest, fun to paint minis that aren't tied to any game or system - they just exist to be, well, cool!  
Luv,  
Sophie  
P.S. English much?





Reaper's Fans have delighted to the sneak peeks at Tim's Concept art for years, From halflings to Dragons, Tim has inspired and driven everything from Dark Heaven to Warlord. Our crack reporting staff caught up with Tim during a rare escape attempt--Lucid Moment--er, break.

*How did you first get started in professional illustration? How did you hook up with Reaper?*

When I was growing up, I used to draw knights and monsters and stuff like that. When my mother said, "Why can't you just draw happy, smiling people that don't have swords and guns and blood and all that kind of stuff?" I knew I'd have to do fantasy art for a living, just to spite her. Oddly, I had to take a trip from Denton, TX to Philadelphia, PA to meet the guys from Reaper, who worked about 20 minutes from my front door. I thought working for a game company would be a great way to get away from my endless freelance commissions to draw people's D&D characters. Imagine my surprise.

*Do you have any favorite illustrations or paintings that you've created?*

I try not to get attached to any of my work. You never know when you might have to use it as firewood or something. I have some favorite characters, but they all hate me. Ungrateful hellakins, all of them.

*What kind of references do you use?*

Books, usually full of pictures of things used to hurt people badly, or kill them even badlier. I have a couple of anatomy books that I use, because I generally don't work from photos or cadavers. Recently, I've started looking at a lot of other artists' work, because I found I was copying a lot of stuff I'd never seen before. It's embarrassing when that happens.

*Do you have any formal training in art?*

I have a BFA in Fine Arts. So, I guess the answer is no, not really.

*What types of hobbies do you have (when you have the time)?*

I love making music, even though I'm not great at it. I also occasionally help bands from Japan when they play here in the US. When I'm not living the rock-star lifestyle, I enjoy watching Japanese kaidan (horror) movies and repeatedly crashing my R/C plane into the ground.

*What other artists do you admire, both 2-D and 3-D?*

Way too many to write down. The first few painters and illustrators that come to mind are: Masamune Shirow, Alan Lee, Brian Froud, Yoshitoshi, Alphonse Mucha, Raphael, Brom, H. R. Giger, Yoshitaka Amano... and at the top of that list, of course, are my arch-nemesis Wayne A. Reynolds (who is, incidentally, one heck of a great guy) and my amazing and talented wife, Sophie (no relation. Honest!)

As for 3 dimensions, I'm a fan of all of the Reaper sculptors (yes, even Werner Klocke and Bobby Jackson, despite all the horrible things I do to them), as well as the likes of Claybourne Moore and Rodin.

*What are some upcoming projects you are working on for Reaper?*

I could tell you, but then I'd have to kill you. That, and lots of Dark Heaven and Warlord. Lots and lots of Warlord. With the occasional design for Warlord thrown in for a change of pace.

*What advice do you have for aspiring artists?*

Listen to critiques. Pay special attention to those that aren't all good or all bad. Those are the honest ones. Study anatomy. People look at people every day of their lives, and can usually tell when something's off. For that matter, study everything you can. Somewhere, someday, you'll have to draw or sculpt it. If you do fantasy art, try to wear a suit of armor at least once. Try to swing a sword around at least once (safely). Even if you choose to ignore the laws of physics in your art, make it a willing and informed choice.

*What kind of music do you like to listen to while you work?*

It varies from day to day, and from sketch to sketch. I could be listening to Celtic, Industrial, 80's Brit-pop, Japanese rock, Punk, old-school Goth, a Broadway musical, or a movie soundtrack. Usually in no logical order.

*So, if you could have your soul devoured by either Sophie or Monique De Noir, which one would it be and why?*

Well, assuming I still had a soul to be devoured... I'd have to go with Sophie. No disrespect to Monique, but Sophie's just more fun. Besides, I could probably talk her into giving it back to me by the end of the day.



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